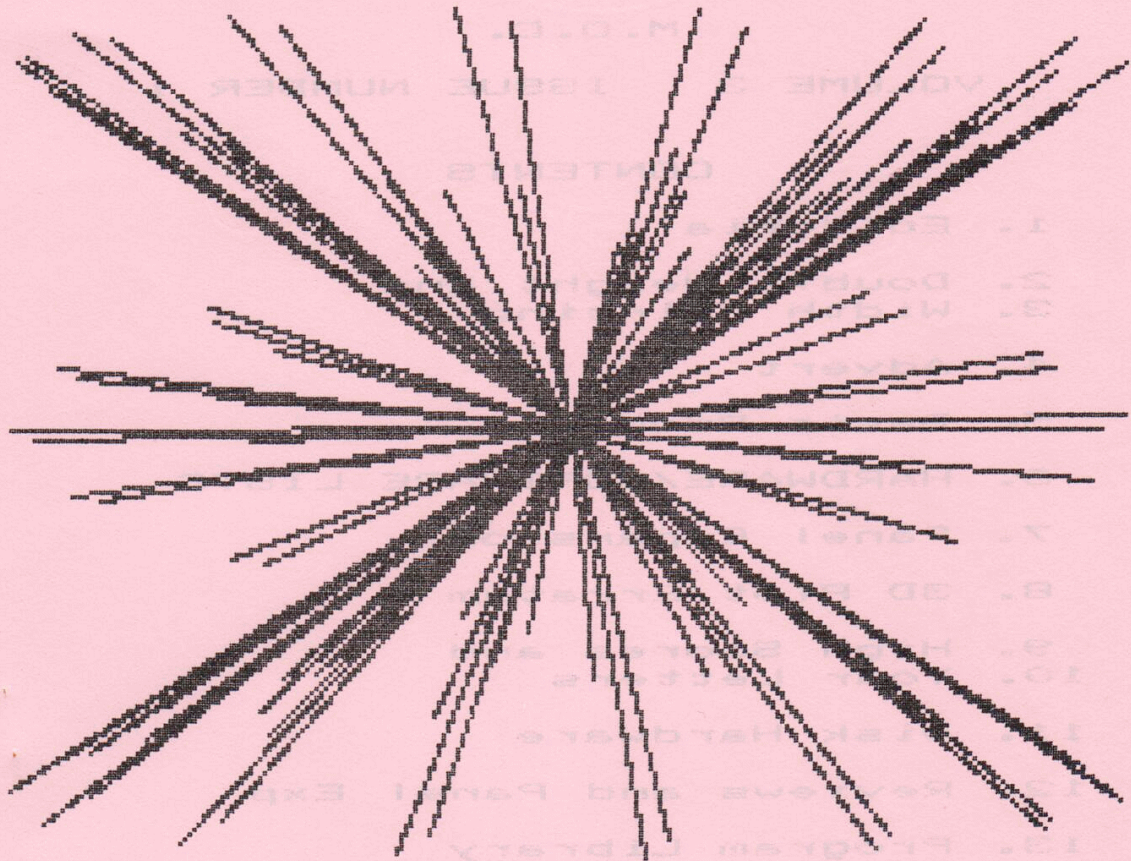


VOL. 3 ISSUE 1

SEPTEMBER 1986

THE
MEMOTECH OWNERS CLUB
MAGAZINE



FEATURES:-

BIG PRINTING

PANEL EXPANSION

DISK ARTICLE

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! PUBLISHED BY MEMOTECH OWNERS CLUB  
! 23 DENMEAD ROAD  
! HAREFIELD SOUTHAMPTON  
~~~~~

MEMOTECH OWNERS CLUB
CIRCA ... 262

M.O.C.

VOLUME 3 ISSUE NUMBER 1

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If anyone has any good graphics designs for a front cover then we would love to see them!!!

PUBLISHED BY MEMOTECH OWNERS CLUB
23 DENMARK ROAD
HAREFIELD, SOUTHAMPTON

E D I T O R I A L (Sept 1986)

Phil Eyres
23 Denmead Road
Harefield
Southampton
SO2 5GS

We have now completed our second year and can proudly say the club is solvent and capable of surviving by its own financial means. It has paid me back the remainder of a loan taken out some two years ago and has some cash left in the coffers to allow expansion into new projects. The total income is very high, nearly twice that of last year, which is surprising since membership numbers have remained the same. The outgoings have risen dramatically, standing at over £9.00 per member, this figure is very high, higher than membership fees, I will have to keep my eye on it, but I do not think it will be a problem. This year I have shown a stock figure, this figure grows weekly as it becomes necessary to hold more software, stationary etc. We still hold no hardware in stock because, as you can see it would send this figure 'sky-high'.

Improvements, well the only thing I can think of is a much stricter control of money in the current account, in the coming year all except a 'running float' will be kept in the current account, the remainder being placed in the holding account to gain interest.

M.O.C. Accounts Ending 31-8-86

Total Income including 1985 Balance	
1985 Balance	421.38
Total Money From Membership Etc	4141.88
Total	4563.26
Breakdown of Income	
Magazine Costs	2171.63
Stock	389.00
Holding Account	470.73
Current Account	1331.90
Club Equipment	200.00
Total	4563.26
Outstanding Loan (Repayment)	857.00
Money Retained	
Holding Account	470.73
Current Account	474.90

Mrs Boyd of MCL has informed us of a business sector venture that they are embarking on, it's called a 'video wall' control system. This system will allow conferences, disco's and exhibitions to assemble pictures made up of anything up to 100 monitors. Stack the monitors to form a

large square or rectangle, connect them to the video wall and your picture is displayed as if it were one large monitor. The idea seems really brilliant.

Last months magazine contained our first program errors, the erratum for the plotting program (on pages 4 & 5 of the last mag.) can be found on page 8.

Our club software is progressing nicely, I hope that by next months magazine we will have two new titles by Andy Key to offer you, also in a 'slightly cheaper' section a PUC-MAN game written by Ian Heath and Sean Newman, I have to admit I've already had one late nigt with that one!

I have so far received three suggestions for a new magazine name:-

1. Memotrek
2. Phoenix
3. Memotech Computer Life

... I'll leave it open for another month before I decide on the winner, just to give you one more chance.

... Oh!, You never know the prize may turn out to be the very first copy of one of Andy Keys new games.

(Bribery is a wonderful tool!!).

Thanks to everyone who has used our Hotline on Monday evenings between 6 & 7pm, the number to phone now is (0703) 466106, ask for Phil. If we keep Mondays as Hotline night then I can be sure of being in. However, feel free to phone any evening after 6pm, if I'm not in the my Mum (good old Mum!!) will take any calls.

If anyone would like back issues they are available for the small remittance of 80p each. At present there are 20 back issues, 10 for volume 1 and 10 for volume 2.

It should be noted that all articles are the copyright of the sender and M.O.C., anyone wishing to have articles published elsewhere should inform us first.

DOUBLE HEIGHT AND WIDTH PRINTING

This program allows the input of text into a full window using the DSI command, the text will then be sent to the printer and printed double height/double width. This is done using bit image mode on the DMX80, it should work just as well on any comparable Epson control code printer.

1 REM*****

2 REM#

3 REM# COPYRIGHT G.CARTER TROWBRIDGE #

4 REM*****

5 REM DBLE PRINTING

10 CRVS 3,1,2,0,28,24,32

15 VS 3: CLS : COLOUR 2,3: COLOUR 3,1: COLOUR 4,5

18 CSR 2,1 : PRINT "24 LINES FULL SCREEN": CSR 2,3: PRINT
"ONLY 28 CHARACTERS ACROSS"

20 CSR 2,5 : PRINT "<CTRL><^> FOR CURSOR ON": CSR 2,7:
PRINT "<CTRL><_> FOR CURSOR OFF": CSR 2,9: PRINT
"PRESS<RET>FOR PRINTER DUMP"

22 CSR 2,11: PRINT "PRESS<BRK> TO STOP PRINTER": CSR 2,12:
PRINT "BEFORE FULL SCREEN PRINTED"

24 CSR 2,14: PRINT "PRESS THEN <Y> TO EXIT": CSR 2,15:
PRINT "FROM PANEL TO BASIC": PAUSE 25000: CLS

26 DSI

28 GOTO 1450

30 CODE

4239 DI

423A XOR A

423B OUT (2),A

423D LD A,0

423F OUT (2),A

4241 NOP

4242 NOP

4243 LD HL,&C200

4246 LD BC,&1800

4249 LP: IN A,(1)

424B LD (HL),A

424C INC HL

424D DEC BC

424E LD A,B

424F OR C

4250 JR NZ,LP

4252 EI

4253 RET

Symbols:

LP 4249

35 RETURN

40 CODE

4299 LD HL,&C1F8

429C LD C,0

429E L3: LD B,8

42A0 L2: PUSH BC

42A1 PUSH HL

42A2 CALL ADJ

42A5 POP HL

42A6 POP BC

42A7 DEC C

42A8 RET Z

42A9 DJNZ L2

42AB LD DE,&0008

42AE ADC HL,DE

42B0 JR L3

42B2 ADJ: LD BC,&0400

42B5 PUSH DE

42B6 LD DE,&C1FA

42B9 L1: BIT 7,(HL)

42BB JR Z,NX

42BD LD A,(DE)

42BE ADD A,C

42BF LD C,A

42C0 NX: RLC (HL)

42C2 INC HL

42C3 INC DE

42C4 DJNZ L1

42C6 POP DE

42C7 LD B,C

42C8 CALL &0CE0

42CB CALL &0CE0

42CE RET

Symbols:

L3 429E L2 42A0

ADJ 42B2 L1 42B9

NX 42C0

45 RETURN

CONTINUED OPPOSITE

CONTINUED FROM OPPOSITE PAGE

50 CODE

```

4357 CALL DOTS
435A CALL #4299 ;this should be the address
435D CALL CRT ;of the first line of code40
4360 LD HL,(&C1FB)
4363 LD DE,#0004
4366 ADC HL,DE
4368 LD (&C1FB),HL
436B CALL DOTS
436E CALL #4299 ;this should be the address
4371 CALL CRT ;of the first line of Code40
4374 LD HL,(&C1FB)
4377 LD L,0
4379 INC H
437A LD (&C1FB),HL
437D RET
437E CRT: LD B,13
4380 CALL #0CE0
4383 LD B,10
4385 CALL #0CE0
4388 RET
4389 DOTS: LD B,27
438B CALL #0CE0
438E LD B,#4B
4390 CALL #0CE0
4393 LD B,0
4395 CALL #0CE0
4398 LD B,2
439A CALL #0CE0
439D RET

```

Symbols:

DOTS 4389 CRT 437E

55 RETURN

60 CODE

```

4488 LD HL,&C1FA
448B LD (HL),&C0
448D INC HL
448E LD (HL),&30
44C0 INC HL
44C1 LD (HL),&0C
44C3 INC HL
44C4 LD (HL),3
44C6 INC HL
44C7 INC HL
44C8 INC HL
44C9 LD (&C1FB),HL
44CC RET

```

Symbols:

65 RETURN

```

1450 REM INITIALISE FOR PRINT(GOSUB 60)
1460 REM GET SCREEN INTO MEMORY(GOSUB 30))
1470 GOSUB 60: GOSUB 30
1480 REM PRINTER INTO UNIDIRECTIONAL PRINTING.
1490 LPRINT CHR$(27);"U";CHR$(1);
1500 REM SET PRINT LINE FEED TO 8/72"
1510 LPRINT CHR$(27);"A";CHR$(8)
1520 REM GO INTO SUB ROUTINE'Y' NUMBER OF TIMES (LINES
DOWN i.e.24 for full screen)
1530 FOR Y=1 TO 23: GOSUB 50: NEXT
1590 REM *****
1595 REM
1600 REMIF YOU ALTER ANY OF THE BASIC LINES BEFORE CODE 30
THE CALL ADDRESS IN THE LINES IMMEDIATELY FOLLOWING THE
TWO INSTANCES OF "CALL DOTS"
1610 REM IN CODE 50 WILL HAVE TO BE CHANGED TO THAT OF
THE FIRST LINE IN CODE 40.
1615 REM
1620 REM *****

```

oooo0000oo

INTERFACING PROJECTS

Why not make your mid-summers(?) resolution one which will lead you into the exciting world of micro electronics. Infact, what better way to start than with an MOC D.I.Y. kit. Everything you need is supplied, except a soldering iron, wire cutters and of course a few hours of your time!!. So why not order now.

Interface price list

A full set of components and instructions for the LED kit -->£6.95
A full set of components and instructions for the Speech Synthesiser kit -->£18.00

Connecting cable for the internal port (needed for projects) -->£4.50

All prices are fully inclusive. Please allow 14 days for delivery and make cheques payable to MOC.

MTX Fruit Machine

BUY THIS AND SAVE MONEY!

3
2
1
2
0

SPIN											WINTABLE
DROP											£3
2	4	6	8	10	12	NUDGE					£2
1	3	5	7	9	11	SCORELINE					£1
SCORELINE											£1
O	X	V	BANK:							80p	
JG	♣	♥	GAMES:							60p	
O	BAR	♣	BAR BAR BAR		£3	000	60p	LOSE			
			O O O		£2	000	40p				
			O O O		£1	000	40p				
			♣ ♣ ♣		80p	J6-J6-J6	40p				
			ANY 2's		20p						
HOLD	HOLD	HOLD	STOP	GAMBLE	AUTO	START					
					CANCEL						

THIS IS ONLY A SKETCH-----NOT A SCREENDUMP!!

Why feed endless amounts of cash into arcade fruit machines when you can buy a computerised version at a fraction of the cost?

AUTO-NUDGE, HOLD, ROULETTE, LOIN-DROP, NUDGES, GAMBLE, SCORELINE, CANCEL & VERY EASY TO USE * FAST * ABOUT 50K!

Colourful & Presentable!

Cassette (PROGRAM TOO LARGE FOR DISC!) **£5.50**

BOUND PROG. LISTING (& explanations!!) **£5.30**!
SCREENDUMP (ON TAPE) 2.30

GRAYSOFT
 THE END USER IN MIND.

John Grayson

CAMBALT
 POTTERS HERON LANE
 AMPFIELD
 ROMSEY
 HANTS
 SO51 9BW

since 1988

BASIC PROGRAM

This program was written some months ago by Dave Dulson to print out one off labels with a number of different print modes and settings. If you set up the printer for certain modes then exit the program the printer will still print out in the mode you have selected. Also if you select underline then select underline a second time it will cancel its self out.

The control codes are Epson standard and work with the DMX80.

```

11 REM PRINTER MENU BY DAVE DULSON
20 LET L=0: LET R=65: LET S=0: LET A=0
30 CSR 5,5: PRINT "IS PRINTER ON LINE."
40 CSR 10,7: INPUT "OK(Y/N)?";C#
50 IF C#<>"Y" THEN GOTO 30
60 REM MAIN MENU
70 CLS : CSR 14,2: PRINT "MAIN MENU"
80 CSR 5,5: PRINT "1. CHARACTER MENU"
90 CSR 5,7: PRINT "2. UNDERLINE"
100 CSR 5,9: PRINT "3. EMPHASIZED"
110 CSR 5,11: PRINT "4. WIDTH DESIGNATION"
120 CSR 5,13: PRINT "5. LINE FEED"
130 CSR 5,15: PRINT "6. LABEL PRINTING"
140 CSR 5,17: PRINT "7. RESET PRINTER"
150 CSR 5,19: PRINT "8. EXIT"
160 CSR 8,21: INPUT "ENTER (1-8)";C#
170 LET C=ASC(C#)-48
180 IF C<1 OR C>8 THEN CSR 8,21: PRINT "      ": GOTO 60
190 ON C-1 GOTO 220,360,430,460,520,580,680,710
200 GOTO 60
210 REM CHARACTER MENU
220 CLS : CSR 12,2: PRINT "CHARACTER MENU"
230 CSR 5,5: PRINT "1. PICA PITCH"
240 CSR 5,7: PRINT "2. ELITE PITCH"
250 CSR 5,9: PRINT "3. SUBSCRIPT"
260 CSR 5,11: PRINT "4. SUPERSCRIPT"
270 CSR 5,13: PRINT "5. ITALICS"
280 CSR 5,15: PRINT "6. COMPRESSED"
290 CSR 5,17: PRINT "7. DOUBLE WIDTH"
300 CSR 5,19: PRINT "8. DOUBLE PRINT"
310 CSR 8,21: INPUT "ENTER (1 - 8)";C#
320 LET C=ASC(C#)-48
330 IF C<1 OR C>8 THEN CSR 8,21: PRINT "      ": GOTO 310
340 ON C-1 GOTO 720,740,760,780,800,820,840,860
350 GOTO 60
360 REM UNDER LINE
370 IF A=0 THEN GOTO 400
380 LPRINT CHR$(27);"-";CHR$(0)
390 LET A=0: GOTO 420
400 LPRINT CHR$(27);"-";CHR$(1)
410 LET A=1
420 RETURN
430 REM EMPHERSIZE MODE
440 LPRINT CHR$(27);"E";
450 RETURN
460 REM WIDTH DESIGNATION
470 CLS : CSR 8,4: PRINT "ENTER NUMBER OF SPACES"
480 CSR 11,6: INPUT "FOR LEFT MARGIN ";L
490 CSR 11,6: INPUT "FOR RIGHT MARGIN ";R
500 LPRINT CHR$(27);"Q";CHR$(R);
510 RETURN
520 REM LINE FEED
530 CLS : CSR 2,6: INPUT "ENTER NUMBER OF LINE SPACES ";S
540 RETURN
550 FOR J=1 TO S
560 LPRINT CHR$(10)
570 NEXT J
580 RETURN
590 REM LINE PRINT
600 CLS : CSR 1,2: PRINT ">----!----!----!----!----!----!----!
----!"
610 CSR 9,23: PRINT " PRESS * TERMINATE"
620 CSR 1,3: INPUT B#
630 IF B#="*" THEN GOTO 60
640 LPRINT CHR$(27);"D";CHR$(L);CHR$(0);
650 GOTO 550
660 LPRINT CHR$(9);
670 LPRINT B#
680 GOTO 600
690 REM RESET
700 LPRINT CHR$(27);"e";
710 RETURN
720 STOP
730 LPRINT CHR$(27);"P";CHR$(1);
740 RETURN
750 LPRINT CHR$(27);"P";CHR$(0);
760 RETURN
770 LPRINT CHR$(27);"S";CHR$(1);
780 RETURN
790 LPRINT CHR$(27);"S";CHR$(0);
800 RETURN
810 LPRINT CHR$(27);"4";
820 RETURN
830 LPRINT CHR$(15);
840 RETURN
850 LPRINT CHR$(27);"W";CHR$(1);
860 RETURN
870 LPRINT CHR$(27);"G";
880 RETURN

```

HARDWARE AND SOFTWARE PRICE LIST

This month firm prices for the 'new' 3 1/2" disc systems being offered by MCL.

System One

1 Mbyte 3 1/2" Drive + I/F £149.00

System Two

1 Mbyte 3 1/2" Drive + I/F
512K Silicon Disc, 80 Col.
+ CP/M + Neword £239.00

80 Col Upgrade for System One
+ CP/M + Silicon Disc £129.00

32K Memory Expansion £40.00
64K Memory Expansion £50.00
128K Memory Expansion £80.00

500K SDX + I/F (5 1/2" drive) £250.00
1Meg SDX + I/F (5 1/2" drive) £300.00

All prices + P & P.

By the next addition of the magazine we should have available our first three 'in-house' software titles, these will be:-

1. Reveal Both written by Andy Key and absolutely
2. SMG2 Brilliant!!!!
3. PUC-MAN Written jointly by Ian Heath and Sean Newman
this game is an exact copy of that all time favourite.

We can offer DMX 80 printer ribbons for only £7.00 each, so why not order one today and be prepared for the day your ribbon finally 'bites the dust'!!!

The MTX FIG-FORTH requires an MTX512 or expanded 500, the dictionary associated with Forth is held as part of the Ram-Disc which can be saved separately, fairly quickly. The Ram-Disc allows for 24 'edit' screens to be created and in memory simultaneously. A tutorial will be necessary for the beginner, for this the club has obtained a quantity of the publication Fundamental Forth (This may vary according to availability).

Fig-Forth Program £6.00
Tech Data Sheets £2.00
Tutorial Book £7.50 (240 pages)

Cheques payable to MOC please, orders from stock normally despatched by return, else please allow 2 working weeks.

All 'SUPER CHEAPIES' will be despatched by return of post.

!!! SUPER CHEAPIES !!!

(ONLY FROM STOCK)

DESC	QTY	PRICE	DESC	QTY	PRICE
		(Each)			(Each)
			THE ZOO	3	£4.50
			COBRA	1	£4.50
EMERALD ISLE	1	£7.00	ALICE	2	£3.50
BLOBBO	5	£4.50	FIRST LETTERS 1	1	£4.50
KILOPEDE	2	£4.50	BASIC BUSINESS	1	£5.00
REVERSI	3	£4.50	HELI-MATHS	2	£4.00
MINEFIELD	3	£4.50	SPELLI-COPTER	1	£4.00
BACKGAMMON	2	£4.50	FIRE HOUSE FREDDIE	2	£4.00
TOADD	3	£3.50	ASTROMILLON	1	£4.50
NEMO	1	£4.50	PONTOON & B' JACK	3	£4.50
SNAPPO	3	£4.50	DRAUGHTS	3	£3.50
PAYROLL	1	£10.00	GOLDMINE	1	£4.50
PURCHASE LEDGER	1	£7.00	KNUCKLES	1	£4.50
PHYSICS 1	3	£5.50	JOHNNY REB	1	£4.50
MATHS 1	2	£5.50	TAPEWORM	1	£4.50

Software prices for the best and most popular software:-

Zarkos	£6.00
Rogo2	£6.00
Karate King	£6.00
S.M.G	£6.00
Doodlebugs	£6.00
J.J.Flash	£6.00
Cee-5	£6.00
Star Command	£6.00
Downstream Danger	£6.00
Memosketch	£7.95
Mission Alphantron	£6.00

Remember PRINTER RIBBONS are only £7.00

Don't forget to order your copy of Fruit Machine from Graysoft today!!!!

PANEL EXPANSION

BY

M. IOBAL

This program was sent in by a fairly new member to M.O.C.. The program is for use within PANEL and will enable full page printouts of dis-assembled code. It works like this :-

1. Type the code in and RUN the program.
2. Enter PANEL
3. Press "Q" (RESET PROGRAM)
4. List area for printing
5. Press "W" (Stores listing screen)
6. Repeat 4 & 5, 3 times for a full A4 size page
7. Return to 2 for a new page
8. If a listing of less than a page is required press "E" to end and start printing.

<pre> 10 CODE 4007 RELOC: LD HL,INKEY 400A LD DE,£E000 400D LD BC,£00F0 4010 LDIR 4012 PANEL: LD A,£C3 4014 LD (£FA9E),A 4017 LD HL,£E000 401A LD (£FA9F),HL 401D RET 401E INKEY: CP "Q" 4020 JR Z,RESET 4022 CP "W" 4024 JR Z,STORE 4026 CP "E" 4028 JR Z,END 402A RET 402B RESET: LD A,0 402D LD (SCR),A 4030 LD DE,£1000 4033 LD HL,£B000 4036 LD (BUFFER),HL 4039 RLOOP: LD A,32 403B LD (HL),A 403C INC HL 403D DEC DE 403E LD A,D 403F OR E 4040 JR NZ,RLOOP 4042 RET 4043 STORE: LD A,13 4045 LD (LINE),A 4048 LD HL,£1C00 404B LD DE,40 404E LOOP1: PUSH HL </pre>	<pre> 404F CALL OUT2 4052 LOOP2: CALL IN1 4055 PUSH DE 4056 LD DE,29 4059 ADD HL,DE 405A LD (BUFFER),HL 405D POP DE 405E POP HL 405F ADD HL,DE 4060 LD A,(LINE) 4063 DEC A 4064 CP 0 4066 JR Z,CRET 4068 LD (LINE),A 406B JR LOOP1 406D RET 406E BUFFER: DW £B000 4070 SCR: DS 1 4071 LINE: DS 1 4072 OUT2: LD A,L 4073 OUT (2),A 4075 LD A,H 4076 OUT (2),A 4078 RET 4079 IN1: LD HL,(BUFFER) 407C LD B,29 407E LOOP3: IN A,(1) 4080 LD (HL),A 4081 INC HL 4082 DJNZ LOOP3 4084 RET 4085 CRET: LD A,(SCR) 4088 INC A 4089 LD (SCR),A 408C CP 4 408E JR Z,FTP </pre>
---	--

CONTINUED ON PAGE 12

3D PLOT - ERRATUM AND HOW TO USE "USER"

Over the past month by phone and letter, I have had many queries about the 3D FUNCTIONS DRAWING PROGRAM, by Peter Eriksson, this article printed on pages 4 & 5 of last months mag. had a few bugs in it, the erratums for which are printed below. But as much of a problem was the trouble you all seemed to be having with the 'well documented' USER command. The problem appeared to be that no matter how you tried the machine would not take the two lines containing the USER command. After some thought it became clear that the machine requires that you set up the two system variables USYNT & USER before being able to use the command, since these variables were set-up in the line of assembler, anyone not running the assembler before typing in the lines would fall foul of the trap.

So if you include the errata below, and run the program once before typing in lines 190 and 410 all should be ok!!! As the USER command is a matter of great interest (and even greater documentation!!) I've included some info about it.

Errata

In the assembler line 15:-

4058 EX D should be 4058 EX DE,HL
4059 LD (E,HL) should be 4059 LD (HL),255

Two other Basic lines were omitted:-

340 LET SZ=SCRYMAX/(ZH-ZL)

350 VS 4:CLS

NOTES ON USER

The two system variables are set-up like this:-

FAB5 USYNT DS 4

This contains the syntax bytes which are used to tell the computer what to expect when the Basic command word USER is met. These bytes may be defined by the operator, as listed below. They are examined from the top of the four byte block to the bottom, the last one must contain a RET instruction

Effect of syntax bytes in the USYNT location

Syntax byte

Decimal	Syntax
0	Numeric Expression
1	String Expression
2	Arithmetic Expression
3	List of expressions separated by "," or ";"
4	List of numbers separated by "," in range 0 to 64K
5	List of arithmetic expressions
6	Single number in range 0 to 64K
7	Allows anything ie no checking
8	Checks syntax for INPUT statement
9	Checks syntax for IF statement
10	Checks syntax for STEP in FOR statement
11	GOTO or GOSUB
12	I=(arithmetic expression) in FOR statement
13	Numeric variable or nothing

Any value greater than 32 will cause the computer to expect that value to be input.

FAB9 USER DS 3

This contains the address of the routine which will be jumped to when the Basic command word USER is met. It usually contains RET, but may be redefined. If you wish to put a new jump address into USER, it is important that it is changed in reverse order, ie FAB8 first, otherwise the computer will jump to 0000, which is equivalent to a RESET. This basic idea applies to all jump locations.

YOUR LETTERS

** Games High Scores Table **

AGROVATOR	89615	A.DOBSON	MINER DICK	22520	R.SIDDALL
ASTROMILON	36660	*C.WHITELOCK	MISS ALPHA	53320	P.CRIGNTON
ASTROPAC	69390	A.DOBSON	M OMEGA	4400	T.NEAL
BLOBBO	71233	T.PICKSTONE	NEMO	14650	P.CRIGNTON
B.BILL	219610	A.DOBSON LEVEL 1	O.ZONE	35620	A.DOBSON
B.BILL	158334	A.DOBSON LEVEL 9	OBLOIDS	80110	P.CRIGNTON
C-S	9918	V.STEPNEY	PHAID	5285	M.FIDLER
CHAMBEROIDS	19 MINS	P.ERIKSSON	P PETE	41190	A.DOBSON
COBRA	5634	A.DOBSON	QUASI	1200	G.CAMPBELL
CONT RAID	10810	M.GILL	QUAZZIA	41020	V.STEPNEY
CRYSTAL	35507	A.LYNCH	QOQO	11440	M.FIDLER
DR FRANKY	14925	N.CRIGNTON	QOQO 2	255000	R.SIDDALL
D.DANGER	8627	A.DOBSON	ROLLA BEAR	27741	V.STEPNEY
D.DESTROYER	3380	T.NEAL	SEPULCRI	6175	V.STEPNEY
EMERALD ISLE	725	R.SIDDALL	S.M.G.Rt	26280	V.STEPNEY
E. ZARKOS	90 OBJ	R.SIDDALL	S.M.G.Lt	11830	V.STEPNEY
F. DEEP	3720	*A.DOBSON	SNAPPO	84060	*A.DOBSON
FELIX	20600	P.COUGHLAN	SNOWBALL	1000	P.COUGHLAN
F.FREDDIE	15560	M.FIDLER	S OF PETE	16153	*A.PAGE
FLUMMOX	25790	T.NEAL	STAR COMM	131690	P.CRIGNTON
GOLDMINE	6308	M.FIDLER	SUPERBIKE	20.7KM	A.FIDLER
HAWKWARS	15850	P.CRIGNTON	S M/FIELD	829	M.GELDER
H. ENCOUNTER	14030	V.STEPNEY	S SCANNER	10000	*C.WHITELOCK
HI-LO	£120	G.CAMPBELL	T FIGHTER	3260	V.STEPNEY
HUNCHY	5681	T.NEAL	TAPEWORM	168515	A.DOBSON LEVEL 1
ICEBURG	17431	A.DOBSON	TAPEWORM	150500	A.DOBSON LEVEL 9
JUMP' J FLASH	2970	T.NEAL	T ZONE	7610	P.ERIKSSON
KARATE KING	2400	*A.PAGE	TOADO	107549	N.GOODING
KILOPEDE	35275	N.CRIGNTON	TURBO	23030	M.GELDER
KNUCKLES	488650	P.CRIGNTON	THE WALL	2310	P.ERIKSSON
L OF TIME	950	R.SIDDALL			
MAXIMA	501250	R.SIDDALL			

* Denotes new high score

I.A slightly irate Mick Sayer has this to say:-
 You might think that it is good news that the MTX 512 is to be marketed for £80 in the coming weeks, but where does that leave people like myself. I paid over £200 for an MTX500, and I find that I own a very restrictive 32K machine for which there is very little, if any, serious software available. Upgrading the memory does not appear to be a very cost effective option, and the machine has a very low resale or part-exchange value. Is there any possibility of Memotech Computers Ltd offering MOC members a reasonable trade-in allowance on a new MTX 512?? If not, do you know of anybody who wants to buy an MTX500 secondhand and in excellent condition??

Phil-> I'm afraid it is a fact of life in the computer world that prices fall and second hand computers have little or no resale value. When I spoke to Mrs Boyd a few

weeks ago she suggested that the prices for hardware being offered at present, are only an introductory offer made in an effort to establish the company name and 'drum-up' a bit of trade, and that most possibly the prices would rise slightly in the future months. This also brings another very important point to the fore, Mrs Boyd had some very disturbing news about the company called Electro-Mech Industries, this company is infact the 'old' Memotech still run by the Fatah's, they have been advertising the MTX512 for as little as £60, without actually stating that it does not include any guarantee, thus misleading people to believe that MCL will honour the guarantee, which is not true as the machines are not theirs. So be very careful buying anything from Electro-Mech.

Continued Over leaf

2. Getting Some Stick! ...Any Stick???

Mr Penley-Martin wants to buy a joy-stick but can not find a box with Memotech computer listed as a suitable computer.

Ed-> Any Atari standard joy-stick will work ok, notably the most popular is the Quickshot range. I have a Quickshot II which has worked well for over a year now, the Quickshot I which my brother bought however, was not a lot of 'cop' as it did not stand up to the rigours of hard games playing for very long.

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ADVERT

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TAPEWORM        FIRST LETTERS
REVERSI         MATHS
OBLOIDS         MUSIC PAD
KILOPEDES      PHYSICS
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BRIDGE
ALICE
NEMO

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All the following I only have one of each game, TOADO, GOLDMINE, PONTOON & BLACKJACK, KNUCKLES, HAWKWAR, FLUMMOX, AGROVATOR.

All software ONE POUND FIFTY pence per tape, please enclose FIFTY pence for postage and packing. Also include a second choice in case first choice is sold out.

Also a MTX 512 computer for sale, in immaculate condition, fitted with RS232 board for use with disc or Prestel options. Comes complete in original packing and includes a joystick, software, books and magazines, dust cover, and almost a years subscription to Memopad to run.

Price £110 OND

Please make all cheques payable to Iain Morrison and post direct to him at:-

25 Argyle Square
Wick Caithness
Scotland KW1 5AL

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3. CAGC (Computer Aided Grass Cutting) - Roy Harris,

Roy asked this question on his membership form:-
I was told by a lecturer at Brighton Technical College that there was an article published on - 'simple' robotics (the guidance of lawnmowers) - has any member a copy of this article??

Ed-> The first person to send the article in can have a lucky dip into the clubs Super Cheapie Software 'pile'!!

4. A question from Ian Midwinter

Has anyone else had problems with EDITOR\$? A program I wrote using it seemed to produce strange results if you tried to use it for more than 450 characters !!!

5. Upgrading 500's - G. Butch

Mr Butch recently undertook to upgrade his 500, here is his method step by step:-

- a) Remove the 8 32K memory chips M3732N. These chips are located at C2 - 5 & D2 - 5. I found it easiest to prize the pins out of the chip bodies and then remove the pins individually, finally use a de-solder tool to remove solder from the plated through holes. Be careful not to lift any pads or tracks, though the board is quite robust.
- b) Solder in low-profile sockets and then check that there are no shorts in any of the lines
- c) In LINK 6, break C-H and join 4 to C. Connect up NA15 to memories.
- d) On LINK 7 (by the PAL chip) break 4 and connect LINK 2.
- e) Replace the PAL14L4 chip by either:-
 - i) Yellow spot PAL chip if only two ROMs on board
 - ii) Red spot PAL chip if three ROMs on board
- f) Insert new 4164's into sockets. BEWARE orientation mark to left of board.

Memory chips are 4164's or equivalent, preferably 150ns speed.

Thats all there is to it!!!

Ed-> Mr Butch had two spare Red spot PALs which he has given the club, if you intend to do this conversion and would like one, then please send a SAE. Make it large enough for a heart massager as well, as I think you might need one.

Adventure Help Line

1. Gary Wilkinson would like to know how to get the magic wand off the Wizard in the Caves of Orb.

2. Andrew Page :-

Could you tell me if you have completed Son of Pete as I would like to know what is in the two rooms after the Event Horizon. It is extremely infuriating when, whilst trying to cross the vanishing bricks in the room, I keep falling through into the ballroom.

DISK HARDWARE

By

Phil Eyres

Lately, I have had lots of questions about disk drive systems, mostly, the questions were about compatability with their existing systems and the differences between the systems. Below I've attempted to clarify some of the problems and highlight the differences.

There are two types of disc upgrade for the MTX, SDX and FDX, the SDX is a fairly simple upgrade, you can just buy a disc drive, a disc controller, (another piece of computer hardware) and some software which will interface with your existing Basic language to give you disc commands. This effectively is the first stage to a 'full' disc system, it will allow you to save data separately from your main program, something which is not available on the standard MTX. This will also give you much more reliability, a save you sitting about waiting for programs/data to load.

The next stage of upgrading is a big jump in computing terms, it is the upgrading to a CP/M operating system. To upgrade to this you need several things, the first is an 80 column card so that you can display 80 characters across the screen in one go. At this point I should point out that you will need a monitor in order to use CP/M, and you will have to revert to a T.V. in order to use Basic, this is not a very good situation, the only way I know of around the problem is to buy one of these special new T.V.'s which permits the input of an R.G.B. signal, this will allow the input of both signals. The CP/M operating system will be supplied on diskette, this will allow you to run many new programs, such as the Newword word processor and Supercalc which are also supplied. You can also run database programs and other types of applications, you will also have open to you a whole new world in programming languages, for instance, I have Turbo Pascal which is absolutely brilliant. All you have to do is buy the program which costs about £55.

Taking the SDX route, you will require an MTX 512 with both internal expansion slots free, these are required by the 80 column card. The disc controller is housed in a neat looking box which fits on the left hand connector. The disc drive is in another matching matt black box and is connected by a ribbon cable, facilities are available to connect another disc drive, although at present two is the limit with the 5 1/4" system.

Taking the FDX route, you still require an MTX 512 but this can be an expanded MTX 500 as the interfacing card for the FDX only occupies a single width slot. The FDX has an internal card cage which allows for more expansion boards to be easily connected, for instance, I have two silicon discs fitted. The power supply is fitted internally, and powers both the FDX and the MTX. The whole lot is cooled by a fan, which, although it does make a slight noise, does a very good job.

Pro's & Con's

The SDX is cheaper than the FDX, the reason for this is that everything is not supplied in the one box, and the finished system is not as easily expandable. The SDX is good value, and easily upgradable in stages, although this costs more than upgrading to a full CP/M system in one jump. You do end up with rather a lot of 'spaghetti' hanging around!!!. The FDX has everything nice and neat but costs considerably more.

Next month I'll try and get some clear information about the new 3 1/2" system.

REVIEWS...REVIEWS...REVIEWS...REVIEWS...REVIEWS...REVIEWS...

The SOFTWARE Page

Title : MTX FRUIT MACHINE
Reviewed By : Richard Siddall
Software House : GRAYSOFT
Machine : 512 & 128

Right you people who spend countless amounts of ten pence pieces in the Amusement Arcades at Skeggy - I'm about to save you a lot of money by telling you to buy John Grayson's new Fruit Machine game.

It has all the little gadgets (Nudge, Hold Etc) that most modern machines have, the only difference is that you do not lose any money (or win any!!).

The game has pretty graphics and lightening speed in play. It really is a very good game, I can't find a great deal wrong with it. I think that all ages of people will like it (my mum loves it - she's a fruit machine freak).

Anyway, buy this game and support John Grayson.

Graphics 8 Value 9 (Not bad for £5)
Sound N/A Playability 8

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4090	CP 8	40BF	CP 0
4092	JR Z,END	40C1	JR NZ,PLOOP
4094	RET	40C3	CALL LNF
4095 FTP:	LD HL,£B01D	40C6	JR NLINE
4098	LD (BUFFER),HL	40C8 LNF:	LD B,10
409B	RET	40CA	CALL £0CE3
409C END:	LD HL,(BUFFER)	40CD	LD B,13
409F	INC HL	40CF	CALL £0CE3
40A0	LD A,255	40D2	RET
40A2	LD (HL),A	40D3 EXIT:	RET
40A3	LD HL,£B000	40D4 SPACE:	PUSH AF
40A6	LD (BUFFER),HL	40D5	PUSH BC
40A9	CALL LNF	40D6	LD C,12
40AC NLINE:	LD C,58	40D8 SLOOP:	LD B,32
40AE PLOOP:	LD B,(HL)	40DA	CALL £0CE3
40AF	LD A,B	40DD	DEC C
40B0	CP 255	40DE	LD A,C
40B2	JR Z,EXIT	40DF	CP 0
40B4	CALL £0CE3	40E1	JR NZ,SLOOP
40B7	INC HL	40E3	POP BC
40B8	DEC C	40E4	POP AF
40B9	LD A,C	40E5	RET
40BA	CP 29		
40BC	CALL Z,SPACE		

PROGRAM LIBRARY
£1.20 Per Cassette, 2 Programs per Cassette

Four new programs this month, we now have two diskettes full of programs and have started on the third. Due to lack of space I have had to omit the first diskette of programs from this month's issue, I'll try and fit it in next month. Because of the recent interest in disc drives I have included the SDX disc review from a previous magazine in the Articles from Previous Magazines.

1. Basic & Assembler Programs

All programs available on cassette, 2 programs per cassette, £1.20 per cassette. Or on disc, £2.50 per disc, please enclose a disc, stating capacity. (Some programs are only available on cassette!!).

Reviews of all programs are available, please send a large SAE. All Swiss User Group programs are prefixed with 'Sw'.

--- The Second Disc Starts Here ---

- | | | |
|------|--------------|-------------------------------------|
| 33. | Texted | Word-pro |
| 34. | SwMice | Swiss Arcade game Written in Basic |
| 35. | TNTTIM | Assembler arcade game. |
| 36. | Sw3D-FUNC.1 | First of two. Saturn!!! |
| 37. | Sw3D-FUNC.2 | Second of Above. Sinpr?. |
| 38. | SwSpr-Ed | YAGG. |
| 39. | SwZ-Wandl | Number Base Conversion Prog. |
| 40. | OXO | Noughts & Crosses. |
| 41. | Solitaire | Strategy Game. |
| 42. | Cross-Num | Excellent strategy game!! |
| 43. | Avoid Seven | Dice Game |
| 44. | Numerology | Analyse your name!! |
| 45. | Chemin | Another Dice Game! |
| 46. | Dice | Another, Another Dice Game!! |
| 47. | SwMathe | Arithmetic Tester. |
| 48. | Reversi2 | Assembler of no. 30. Great!! |
| 49. | ISOT | A really good maze game. |
| 50. | DBaseI | Simple Data Base |
| 51. | DBaseII | Requires MTX Util Tape |
| 52. | Money 2.1 | An update of no 28 |
| 53. | Ram Disc | Better than sliced bread |
| 54. | RDisc Source | Source of above. |
| 55. | Diary | Diary & Address program |
| 56. | Terminal Em. | Comm's via Rs232 & Modem. |
| 57. | Skittles | Keeps league tables |
| 58. | Card-Ind | Produces Card Index's |
| 59. | Chemements | Applications (Chemistry) |
| 60.2 | * H&W | *** NEW *** Large char. printing |
| 61. | Hangman | *** NEW *** A classic |
| 62. | Account | *** NEW *** The Third Money Manager |

---- Diskette Three ----

- | | | |
|-----|------------|-------------------------------|
| 63. | Mastermind | *** NEW *** Another Good Game |
|-----|------------|-------------------------------|

3. Articles From Previous Magazines

(Available as listings, please provide sufficient postage to cover club costs. TA!)

1. PANEL2 Utility. An updated version of PANEL1, which includes a second feature.
2. Undocumented Neword dot commands. (Vol1 Iss.7)
3. Hisoft Pascal Review (vol1 Iss.8)
4. Neword Rom Review (Vol1 Iss.5)
5. RST10 Codes Explained (Vol1 Iss.3)
6. VDP Explained Using assembler (vol1 Iss.4,5,6)
7. System Variables (Not Previously Published!!)
8. SDX Disc Review.

5. Program Reviews

60.2 * H&W

This is the double height/double width character printing program published in Vol 3 Issue 1.

61. Hangman - Gary Wilkinson

This is a really good game, at present its database contains 113 countries, when you get used to them you can change them very easily for others, or for shorter words for children, as I am sure this program will appeal to the 4 year olds onwards group.

On start up the computer asks you for your name and then chooses a word for you to guess, the right hand side of the screen is reserved for the drawing of the Hangman. All in all, a brilliant game.

62. Account - Alan Dobson

Another useful program from Alan, this makes it our third accounting program (No wonder the club accounts look so good!!). The program is really nice and easy to use being menu driven all the way.

63. Mastermind - R. Page

Really nice use of sound and graphics make this a really attractive Mastermind Emulation. It is a two player game where the computer acts as master of ceremonies. Well worth putting with Hangman in your collection.

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